ADVERTISEMENT



in: Class 0

# The Sanctuary



**Survival Difficulty: Class 0**

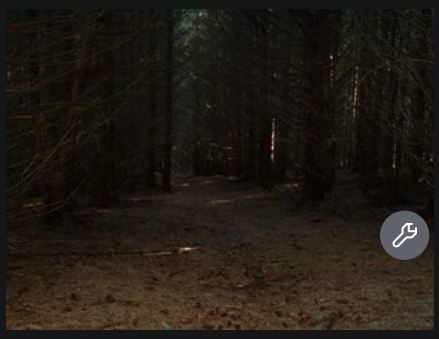
» Safe

» Stable

» Devoid of Entities

**The Sanctuary** is a hidden level of the Backrooms, said to have been created by an entity of great power. The method of reaching this level is extremely specific; one will not come upon it accidentally.

## Description



An image of the forest, taken by R.I.F.T-TG research teams.

**The Sanctuary** appears to be a massive cave (approximately 9 kilometers in diameter) housing a dense forest, which is dimly lit by unknown light sources shining through gaps in the cave ceiling. These lights fade in and out over time, as if running on a 20-hour day-night cycle. The forest itself is rather normal, containing all the typical features, such as various creeks, a river, hills, and a few clearings scattered throughout; there are also caves located within some of the hills, which have room for a small group of people. Meanwhile, the cave maintains an odd, dome-like shape that stretches for miles and would not typically be seen as “natural.”

Though the level is quite mundane, in comparison to others, it does possess some anomalous properties. For instance, the cave is completely indestructible; explosives and mining equipment do no damage whatsoever. Even the forest floor, when disturbed and otherwise excavated, is reset at the beginning of each “day,” effectively burying anything that may have been below the original ground level. Also, the lights shining through the gaps in the ceiling have no tangible sources. Researchers have theorized that, should one successfully leave the cave in any way, they will find only an empty void outside. Another notable feature is that, despite the lack of sunlight or rainfall in the level, the vegetation

within **The Sanctuary** seems to sustain itself without hindrance. In fact, all of the plants seem to recycle their own water, as dew drops are produced by the plants themselves before dropping back into the soil to be absorbed by their roots once again.

This absence of a true water supply applies to the level's waterways as well. The river that runs through the entire forest abruptly begins and ends at the cave walls on either side of **The Sanctuary**, yet it somehow has a current like any other river. The creeks that can be found flowing into and away from the river also have no determined source or destination. Research is currently ongoing with the hope of understanding the inner workings of the level.

**Previous Habitation**

Across the forest, there are also remains of what seem to be man-made structures, mainly located within or in close proximity to the forest's clearings. Reports suggested that these structures are not a natural part of the level itself, leading to the belief that people had visited it long before the current documentation. This belief was later confirmed after researchers unearthed human skeletal remains from what appeared to be graves near some of these structures. However, they have since been unable to determine when they died, let alone who they were.

## Entities

There are no known entities within **The Sanctuary**. It is seemingly devoid of any native life.

## Colonies and Outposts

### R.I.F.T-TG Research Outpost Theta-7

- An outpost established by R.I.F.T-TG, located near the entrance of **The Sanctuary**;
- Primary directive is to record any findings on the level's functions and the secrets it holds;
- Consists of 15-20 members;
- Well-armed and well-supplied;
- Does not take in survivors; they may thoroughly screen any passersby, due to the nature of the level and the sensitivity of their mission.

## Entrances and Exits

### Entrances

There is only one entrance, the method of which requires incredibly specific instructions.

**You must**:

- Gather 2 bottles of Almond Water, 2 jars of Moth Jelly, a bottle of Rose Water, a bottle of Liquid Pain, and 2 jars of Delirious Soil;
- Mix one of the bottles of Almond Water with the Rose Water;
- Mix the jars of both Moth Jelly and Delirious Soil to create 2 *separate jars* of Gelatin Soil;
- Travel to Level 0;
- Venture through the first six of the Main Nine (Level 0-5) in their entirety;
    - NOTICE: If you enter any sublevels during the expedition, you will not be able to enter **The Sanctuary**, forcing you to restart at Level 0!
- Upon arriving at Level 6, walk through the darkness for a minimum of 50 meters;
- Locate the nearest wall, then use one of the jars of Gelatin Soil to draw a doorway onto its surface;
    - Though you will be shrouded in darkness, do your best to ensure that the doorway is big enough for you to walk through, whether from a standing or crouched position.

    - You should not have any leftover Gelatin Soil in the jar. If you do, use it to fill in the outline of the doorway you drew.

- Splash the Almond Water/Rose Water mixture onto the doorway you drew;
- Quickly consume the other jar of Gelatin Soil;
    - Consumption of the Gelatin Soil is required to complete the final step. Otherwise, you will not be able to interact with the resulting exit.

- Consumption of the Gelatin Soil will allow you to see a new exit forming from the doorway you drew; immediately run through it like you would with any other level exit.

Completion of these steps will result in you being transported to **The Sanctuary**. You will find yourself arriving at one end of the level. Behind you, there will be what appears to be a dark tunnel through which you entered the level. This entrance is also one of the main exits to the level.

### Exits

- Go back through the tunnel entrance to be taken to Level 0;
- Consuming the dew off of the level's vegetation has a 25% chance of sending you to Level 4;
- Tripping and falling into one of the smaller caves will send you back to Level 6;
- Sleeping or otherwise becoming unconscious while in contact with the river in some way (including boats) will send you to Level 7;
- Attempting to leave the cave through the gaps in the ceiling will cause you to be sent to Level 8.

## Supplemental Material

The following is a journal entry from one of R.I.F.T-TG's researchers currently stationed within **The Sanctuary**. It contains personal musings that he thought would be worth including with the information here.

> This level is quite fascinating. Though, on the surface, it appears to be just another bizarre locale in the Backrooms, there are so many secrets hidden beneath it all. Take, for instance, the skeletons that we found. Those were *human* skeletons; we tested every single of one them and confirmed this. That means that other people found this place long before we did, yet there is no entry of this level anywhere in the database. I even contacted a friend of mine within the M.E.G., and he has no knowledge of a place matching this description.
> Of course, this brings up so many questions, as a researcher and scientist. Who were these people? How did they get here? What happened to them? There are so many mysteries surrounding this place, and I have no idea where to look for answers. As of right now, there are no written records or any sort of personal logs leftover from whoever was here before us. All we have to go on are their remains and the old structures that have since been run down and fallen to pieces. Such little evidence leaves us with little to do aside from speculate on the history of this level and study its properties. Still, Dr. Θ is insistent that we keep digging (the efforts of which, I might add, are completely undone every 20 hours). He believes that his friend, Mr. Sigma, wanted us to find something here... But what? I do not disagree with his drive to unlock the secrets of this place; as a matter of fact, I share that drive myself. However, I simply do not know what more can be done here. We have studied just about everything we can here.
>
> Maybe our answers do not solely lie here, or, at the very least, maybe they lie in the "metaphysical" aspects of the level, rather than just the physical. One thing I have noticed is the distinct connection this level shares with the Main Nine of the Backrooms. We had to travel through the majority of the Main Nine to get here, and every exit we found only takes us back to different areas of those same levels. What does this mean? I have no clue. Still, it is enough to warrant splitting our research team in half. One half will continue combing through the ruins of the level's previous inhabitants, while the other half will attempt to look further into its interdimensional properties in hopes of discovering additional details.

I will be working with the latter half. We have not quite decided on where to start yet, but I have a couple ideas. For example, I know that one of the guys here proposed trying to find a way outside the cave by somehow bypassing the exits stopping us from doing so. Perhaps we can look into that? Maybe there is something else beyond the rocks encasing this forest.

## <ERR$4Wa4Ny9QcACCESSDEN.intp!/3e&UNR3C0Gn1iz3dUS3R$#4%6>

`The [sun] b{gan to set 0n the inf1nite d6y`

`W#en the 5heep[?] cam3 ca1ling`

`W@nting the $hep[?]erD to sa^e th3m fr0m the gre8t [HARVEST?]`

`He oblige9 and tOok them [under] h*s care`

`For he h^d seeN the previous {{flock}} led to the sl@ught3r[!]`

`And he c0uld do no[?]Thing`

`He to()k the sh{{ep 1n, and mad3 Them a [home] It w6s a [SAFE?] pl@ce 4/for them, but i1 would[?]become a pRison f0r h/m`

`Be[4]fore[4] he locked the gates, he s^w more sheep {{on 7he h0r1zon}}`

`He tr1ed to {{reach out}} to the3m, but they refUsed[?] to follow[!]`

`And s∞n, the harveSt wa5 up0n th3m`

`T#e {{shepherd}} and [his sheep] re-main_ed[?] in safeTy`

`Th((()))gh the {shepherd} could h36r to {{{SHRIEKS}}} of Those <outside>`

`The l0st sHeep w3re lef7 to the sl[?]ghter`

`And t][e shephErd was left p[]wer-less<`

`So0n the slau[?]ter was o^er`

`>[[Darkness]]< fell up*n the lan& <outs1de> the [shepherd[?]s] hoMe`

`The she3/ep grew [REST]less 1n the*r new h.me`

`They {{quArreled}} and fou9ht with 0ne an()th3r`

`Until[?] the {{new dawN}} c@me[!]`

`Mo5t of t#e she3p then <left>`

`Against[?] the >shepherd’s] wIshes<`

`And tho$e th6t sta/ed 5ooN {{whithered}} away`

`And n0one was lefT to {{rem3mber}} the shep4erd`

`The >shepHerd< was t1red now`

`He c*u1d no lon9er {{walk}} the land[?]outsidE as he once/1 did`

`So he w@1t3d`

`Wa1t3d`

`Wait3d`

`{Waited}}`

`Waited for/4 an0ther sheep to st/ray into hi5 g@ze`

`One tha7 May {{listen}}`

`He <offered> the sheep [?]saf37y[?] from the {{HARVEST}}`

`And t4e sheep >@ccept3d<`

`But the shepherd can {{no longer}} w6lk the land [outsIde] as he 1nce did`

`So the sheep be{am3 the sheep-{{dog}}`

`H3rd`ng[?] mor3 sheep to the [SAFETY?] of the [shepheRd's h0me]`

`The shepherd once/1 aga\in ha5 [HOPE?]`

`Has >>puRpose<<`

`Yet a [?][qu3stiOn][?] still _l1nger5[?] in the shepherd's [mind]...`

`Was >th1s< Really a sheep[?-?]dog or a {wolf}?<`

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